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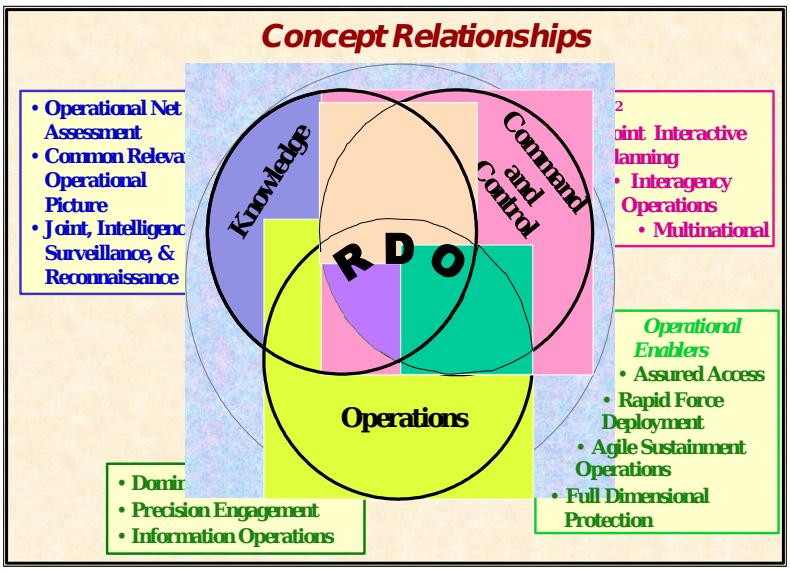
United States Joint Forces Command
Joint Experimentation Directorate

Information Operations
-- Fact Sheet --

A Functional Warfighting Concept

What are Information Operations?

Information Operations (IO) are actions taken that attack an adversary's understanding and perceptions of the environment that affect its ability to make timely, effective decisions and, ultimately, its will to continue. Will, even in its most abstract and intangible state, is the energy, sacrifice, resolve, long-term perseverance and collective desire of a people to triumph over their foes.



IO uses the information medium to apply various capabilities to produce or create effects that influence decision-making, behavior and will. The ultimate targets of information operations are adversary decision makers, their decision-making processes, and their decision support systems.

The focus of effects-based operations (EBO) is to create desired effects or outcomes that influence an adversary's behavior and will. Operations that are effects-based set the conditions for the enemy to fail. IO is a critical component of EBO because it creates anticipation / belief by the enemy of their impending failure.

IO possesses unique characteristics that offer powerful options for a commander in an effects-based campaign. These characteristics can include low collateral damage, little or no deployment requirements, little or no required in-theater presence, relatively rapid response to tasking, low risk to personnel, potentially large effect(s) for a small effort, and target specificity (means of precise engagement). Also superior knowledge of the environment and the adversary provides the co[illegible] act[illegible]

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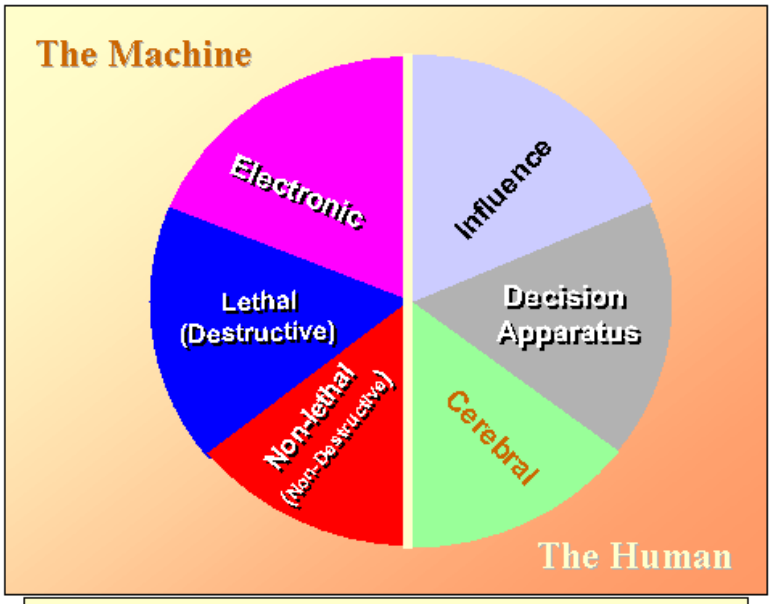
Fact sheet continued: Information Operations

What are the six types of information effects?

IO supports joint operations by applying capabilities that produce six categories of information effects on adversary decision makers. The six categories are *electronic, lethal, non-lethal*, *influence*, *cerebral,* and *decision-apparatus* effects.



The Six Information Effects Categories

Electronic, lethal (non-destructive), and non-lethal (non-destructive) effects aim at the links and nodes –the "machine" -- of an adversary's decision-making support system.

- *Electronic actions* use the electromagnetic spectrum to affect decision-making and decision support systems.
- *Lethal information actions* destroy data, information, knowledge and the networks that support decision making and the medium for communicating those decisions and for receiving feedback on ensuing actions.
- *Non-lethal information actions* modify, change, or degrade data, information, knowledge and the networks that support decision-making.

Influence, cerebral, and decision-apparatus effects aim at the "human"—the adversary decision maker.

- *Influence actions* seek to manipulate a decision maker by affecting the decisions he makes.
- *Cerebral* actions target the biology (the brain) of decision makers through tools and techniques still in development or that have the potential to be developed.
- *Decision-apparatus actions* seek to affect parts of the decision maker's functional decision process. This includes the decision maker, his support staff, their interactions with each other and their decision-support capabilities.

What's changing?

While legacy joint and service IO doctrine currently exist, it undoubtedly will transition to a more integrated doctrine that describes information effects in the context of an effects-based campaign. Information effects in an effects-based campaign will focus information operations planning and execution in future experimentation. ***The critical national defense challenge that this experimentation program will examine is what theory, form, and function of IO gives us the best tools to create effects against 21st century threats.***